

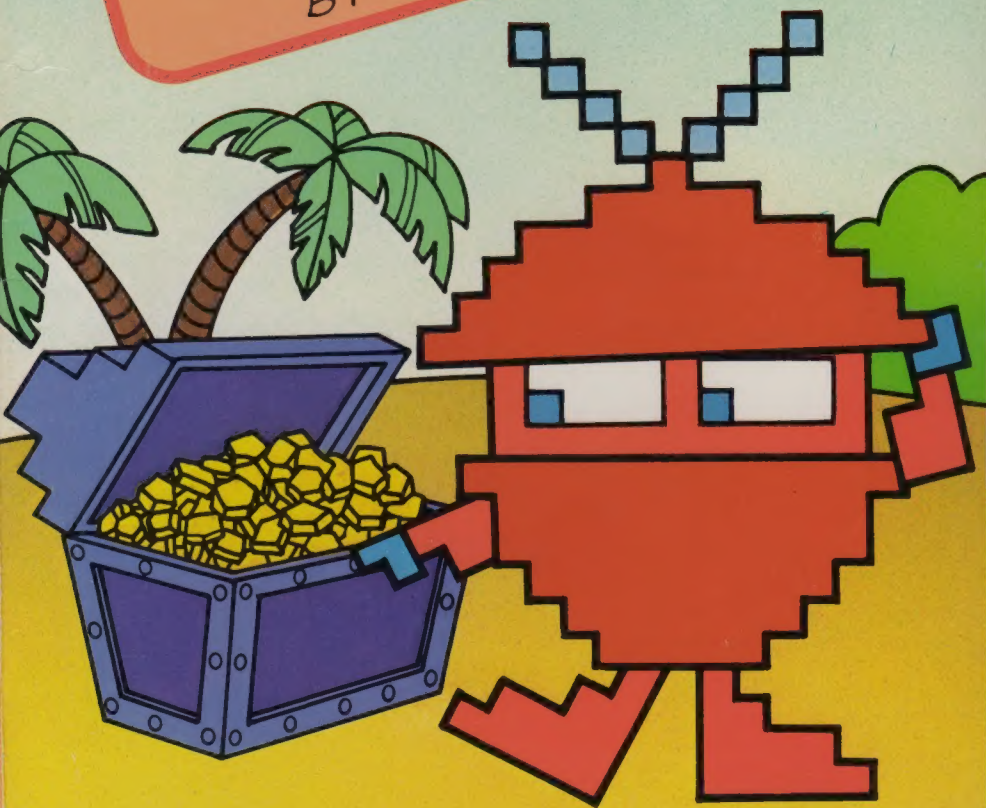
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Games that teach  
For ages 4 to 8

# TINK! TONK!™

## Tink's Adventure

BY MERCER MAYER



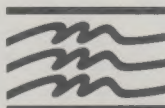
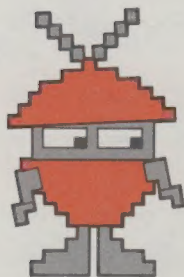


# Tink's Adventure

BY MERCER MAYER

Designed and Developed by Angelsoft, Inc.

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MINDSCAPE INC.

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We hope you'll be pleased with the way this interactive adventure game teaches a child new skills while providing years of enjoyment.

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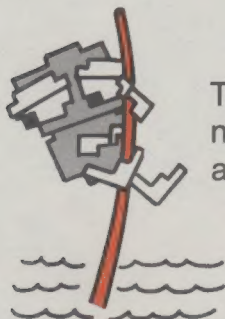
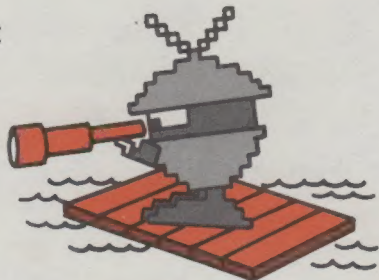
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# Meet the TinkTonks!

Imagine you have become a beam of light and are magically swept along inside your computer. Below you is a deep blue sea crisscrossed by a glowing grid. Above you is a peach-colored sky. On the horizon, little disk-shaped islands float in the air above the CrissCross Sea. You fly down for a closer look. On the islands are mountains and valleys, lakes and rivers, forests and fields. One island even has a little town with houses and streets. You have found TinkTonk Land, the home of the TinkTonks.

And here are the TinkTonks:

Tink is their trusty leader. He is good at helping all the TinkTonks.



Tonk is Tink's best friend. He usually needs Tink's help, because he is good at getting into trouble.

Tuk tends the TinkTonk garden. He likes to watch his flowers grow.

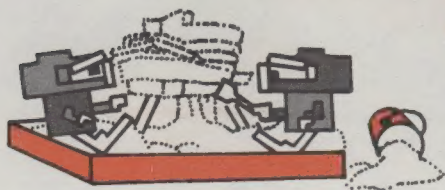
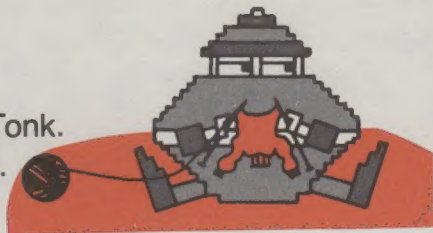


Tinka is the best there is at Tonkerball.  
She coaches the TinkTonk Team.



Zoomer is the speediest TinkTonk.  
He is always in a big hurry.

Boomer is the biggest TinkTonk.  
He is never in a hurry at all.



Teep and Beep are the little  
twin TinkTonks. You will  
find them in the sandbox.

The Great Gork is not a  
TinkTonk. He is a rascal who  
lives in a castle at the edge of  
the CrissCross Sea. He likes to  
make mischief in TinkTonk Land.  
Good thing Tink and Tonk know  
how to trip him up!



Now that you have met the TinkTonks, you can get to  
know them better in their computer programs and  
books. Have fun!



# Introduction to Parents

Welcome to the world of Tink!Tonk! If you have not already done so, read *Meet the TinkTonks!* to your child and introduce the delightful characters in this software package. Now your child is ready to begin a fun-filled learning experience. Play *Tink's Adventure* with your child, guiding him or her through the adventure and games in the program. (This is particularly important if your child has not yet begun to read.) After a little practice, your child should be able to pilot Tink through his adventure and play the games independently.

## Getting Started

### What You Need

1. Color TV or monitor
2. 128K IBM® PC or IBM® PCjr
3. Disk drive

### Loading Instructions

1. Turn on the TV or monitor.
2. Hold the disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
3. Turn on the computer. The program will automatically load.
4. When you see the Display Choice screen, choose RGB, composite, or TV. The program will then advance to the title screen. (NOTE: This applies to the IBM® PC only.)

### Care and Handling of Disks

To protect your disk, you should handle it carefully.



1. Always hold the disk by its label. Never touch the open oval part of the disk.
2. Never put your disk in the disk drive, or take it out, when the drive is making a whirring sound or when the red "busy" light is on.
3. Always take your disk out of the disk drive before you turn off the drive.
4. When you're through using the disk, remove it from the disk drive and replace it in its protective sleeve.
5. Clean your disk drive often with material recommended by your computer dealer.

## Using the Red and White Bars

Simple on-screen directions and other important information appear in text windows at the bottom of the screen. Sometimes, you will need to "cycle through" several text windows to read all the information on a screen. Here's how you "cycle through":

1. Look at the bottom of the screen.
2. If you see a single red bar, follow the directions on the screen.
3. If you see a single red bar with one or more white bars, press **Ins**. Each time you press **Ins** the red bar moves to the right. When the red bar covers the last white bar, you have finished reading or "cycling through" the information. If you want to "cycle through" the information again, keep pressing **Ins**.

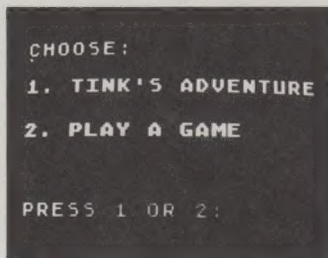
NOTE: If you don't want to "cycle through," press **F1** once. This overrides **Ins** and allows you to play the games without reading all the information on each screen.

# Playing Tink's Adventure

## MAIN MENU

After *Tink's Adventure* is loaded, Tink will fly onto the screen. Then his music plays. Cycle through the title screens and press **[Spacebar]** to go to the Main Menu.

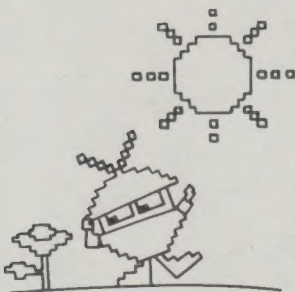
There are two choices on the Main Menu. Press **[1]** if you want to go on an adventure with Tink. Press **[2]** if you want to go to the Game Menu to choose a game. If you want to hear music during Tink's adventure, press **[Y]** (for Yes) when you're asked the question. If not, press **[N]**.



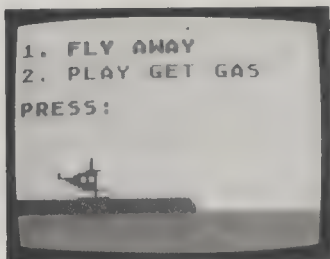
Any time you want to go to the Main Menu, hold down **[Ctrl]** and press **[Break]** on an IBM® PC. Hold down **[Fn]** and press **[Break]** on an IBM® PCjr.

## Tink's Adventure

It's a beautiful day in TinkTonk Land. You and Tink are going on an adventure. You can help Tink decide how to travel. Should he go by boat or helicopter? Tink needs you to help him make other choices, too. Should he land on the mysterious island or fly farther out over the lake? One thing's for sure—you and Tink will find plenty of excitement along the way.



As you go along with Tink on his adventure, you can stop to play a game, or continue on your way.



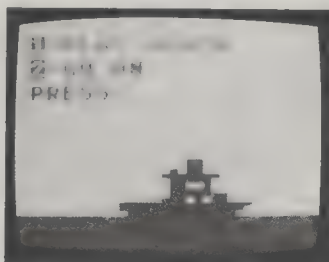
Press **[1]** to continue on your way. Press **[2]** to play a game.

At the end of a game, you can play again or continue on the adventure.

Press **[1]** to play again.

Press **[2]** to go on.

If you want, you can speed Tink through the adventure. Press **[G]** to make Tink, the boat, or helicopter go to the next screen.



You're sure to have a good time as you and Tink explore TinkTonk Land. Have fun!

## Play a Game

You can stop to play a game during the adventure. Or you can go straight to the Game Menu by pressing **[2]** at the Main Menu. There are seven games to choose from:

- |                  |                    |
|------------------|--------------------|
| 1. Get Gas       | 5. Gork's Treasure |
| 2. Go Fishing    | 6. Pilot Boat      |
| 3. Coconut Catch | 7. Fly Helicopter  |
| 4. Sinking Boat  |                    |

Press the number of the game you want to play.

You can play again at the end of a game.

Press **(1)** to play again.

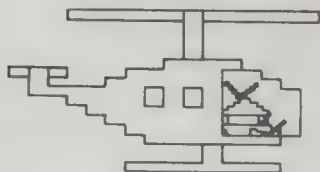
Press **(2)** to go to the Main Menu.



Press **(Esc)** to stop playing a game. (NOTE: If there are red and white bars at the bottom of the screen, be sure that the red bar covers the last white bar before pressing **(Esc)**. If you have pressed **(F1)**, press **(Esc)** on any screen.)



## 1. Get Gas



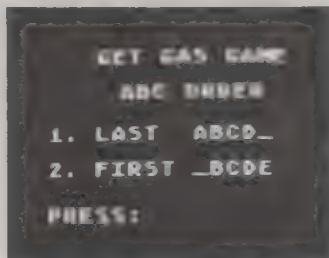
The game gives you practice with ABC order. Type the correct letter in the blank to fill the helicopter's tank with fuel.

First, decide if you want to type in the last letter or the first letter.

Press **(1)** or **(2)**.

Next, decide how hard you want the game to be:

1. Hard: You have 10 tries to fill the tank. Every keypress counts as a try. The group of letters will not change,





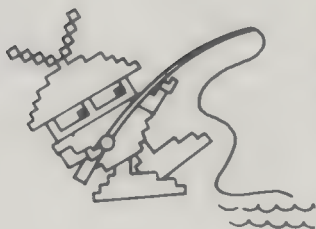
until you correctly fill in the blank. You must give 9 correct answers. The alphabet is on the screen to help you.

2. Harder: You have 20 tries to fill the tank. Every keypress counts as a try. The group of letters will not change, until you correctly fill in the blank. You must give 18 correct answers. The alphabet is not on the screen to help you.

Press **1** or **2** when you're ready to play.

Can you fill up the tank?

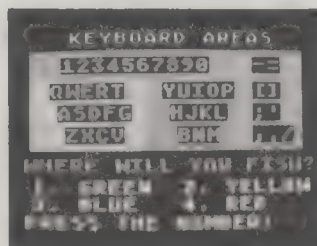
## 2. Go Fishing



This game helps you get to know the computer keyboard. Catch fish by typing letters, numbers, or symbols before they move off screen.

The computer keyboard is shown on the screen. Different areas of the keyboard are marked by different colors.

Number **1** is for the letters on the left side of the keyboard. Number **2** is for the letters on the right side. Number **3** is for numbers. Number **4** is for symbols. Number **5** for all of the letters and numbers at one time.

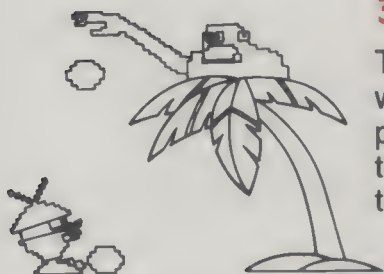


Press the number for the part of the keyboard you want to practice with.

Next, decide what size fish you want to catch and press that number. Then press the number showing how fast you want the fish to swim. Remember: bigger, faster fish are harder to catch than smaller, slower ones.

Press Spacebar when you're ready to play.

How many fish can you reel in?

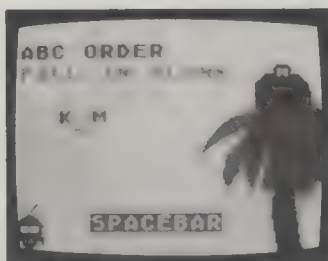


### 3. Coconut Catch

This game gives you more practice with ABC order as you build coconut pyramids. Type the correct letter in the blank to catch coconuts before they hit the ground.

First, decide how hard you want the game to be:

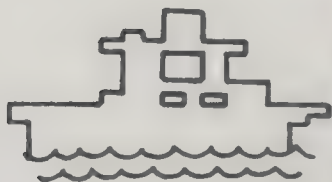
1. Hard: You have 12 tries to build a pyramid with 10 coconuts.
2. Harder: You have 18 tries to build a pyramid with 15 coconuts.
3. Hardest: You have 25 tries to build a pyramid with 21 coconuts.



But watch out! The bigger the pyramid, the faster the coconuts fall.

Press **1**, **2**, or **3** when you're ready to play.

How many coconuts can you catch?

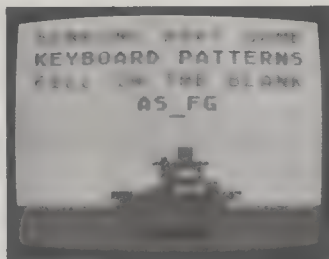


## 4. Sinking Boat

This is another game that helps you get to know the computer keyboard. Letters and numbers appear on the screen in the same order as on the computer keyboard. Type the correct letter or number in the blank to keep Tink's boat from sinking.

First, decide how hard you want the game to be:

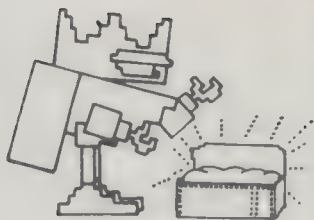
1. Fast: You have 22 seconds to type in at least 5 correct answers to stop Tink's boat from sinking.
2. Faster: You have 15 seconds to type in at least 5 correct answers
3. Fastest: You have 10 seconds to type in at least 5 correct answers.



Press **1**, **2**, or **3** when you're ready to play.

Can you stop Tink's boat from sinking?

## 5. Gork's Treasure



This game gives you practice with both ABC order and the computer keyboard. Type the correct letter or number in the blank to make mean, old Gork vanish. If you get rid of him, you win the treasure.

First, decide if you want to practice just ABC order, or ABC order and keyboard patterns mixed together:

1. Hard: ABC order.
2. Harder: ABC order and keyboard patterns.



Press **1** or **2**.

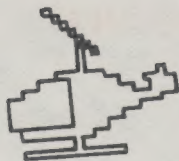
You must give 10 correct answers in a row to make Gork vanish. You have only a certain amount of time to type in each letter or number. How fast can you make Gork vanish?

1. Fast: You have 8 seconds to type in each answer.
2. Faster: You have 6 seconds to type in each answer.
3. Faster: You have 4 seconds to type in each answer.

Press **1**, **2**, or **3** when you're ready to play.

Can you win the treasure?

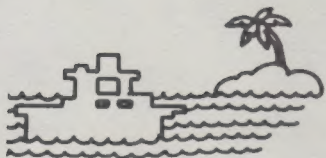




## 6. Pilot Boat

## 7. Fly Helicopter

These games are just for fun. And you're in the driver's seat!



You can pilot the boat right and left, and in front and back of the islands. You can fly the helicopter right, left, up, down, and in front and back of the clouds, stars, or islands.

Before you play these games, you may want to press **(H)** for the Help Screen. This screen tells you which keys to press to move the boat and helicopter, and gives you other helpful information.



You can also press **(H)** when you're playing the games to see the Help Screen again.

## Special Keys

---

**Fn**

plus

**Ctrl**

plus

**Break**

**Break**

Takes you to Main Menu.

**Esc**

Stops a game

**Ins**

Cycles through on-screen information.

**F1**

Overrides cycling process.

**Spacebar**

Advances program to next screen.

**→**

Moves boat and helicopter right.

**←**

Moves boat and helicopter left.

**↑**

Moves helicopter up.

**↓**

Moves helicopter down.

**F**

Moves boat in front of islands, and helicopter in front of clouds, stars, and islands.

**B**

Moves boat in back of islands, and helicopter in back of clouds, stars, and islands.

**S**

Stops boat and helicopter.

**G**

Speeds Tink, boat, and helicopter through adventure. Starts boat and helicopter after **S** is pressed.

**H**

Takes you to Help Screen during Pilot Boat or Fly Helicopter games.

NOTE: Gray keys for IBM® PCjr.



